

dance of the youth in black lace

itchy emerald

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Key

guitar:

o = flageolet

+ = muted, just for this note/chord

tuning at the start of the piece: E^b A^b d^b g^b b e^b
VI I

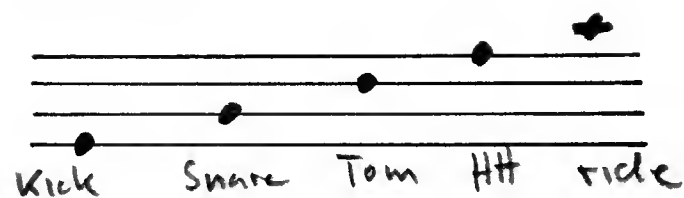
bass:

o = flageolet

+ = muted, just for one note/chord

tuning at the start: C^\sharp A d d^\sharp
IV I

drums:



o = open HH, crashed ride

Ø = half open HH

+ = closed HH, closed hit (stick remains on drum skin)

↓ = hit skin

⌊ = hit rim

All drums played with sticks...

$\# b \frac{1}{4}$ = valid for one bar

timeline

for moorep

1. dans
2. rymos
3. dyna
4. chrom
5. heine
6. ingrid

In full working lights

Dans

Git

arrive
+
prepare

shaking hands
with sb.
in the
audience

line
check

Bass

— " —

line
check

mute Dans,
then place Monitor
or object at the
front of the stage

mute Dans 2,
when Git is
finished →
→ unmute

Dr/R

— " —

unmute
Dans

line check

Jump at
your drum set,
facing stage
left *'

Dr/Fr

— " —

mute
Dans

unmute
Dans

line check

stand up,
wave upstage
for at least
15"

Op.

Start
Dans

(or
mute
Dans)

(or
unmute
Dans)

(or
mute Dans)

(or
unmute
Dans)

Start
Dans 2

(or
mute Dans 2)
when Git is
finished,
start Dans 3
and unmute

when you
are done
with your
choreography
and ready
to go:
switch on
your desk
lights

*' = see dansjump.mp4

rytmos

♩ = 118

Mute! on!

$\frac{3}{8} + \frac{1}{16}$

♩ = 59

$\frac{3}{4} + \frac{1}{16}$

sing along with
amp. not too loud

Guitar

fff all strings + Dist

mf

Bass

fff + dist + com

Drums
Front

fff

mf

Drums
Rear

fff

mf

Click

Click

No amplification! Amplification of instruments, slack out
(of instruments)

rytmos 1

4/4

Gt →

II

+ Reverb + Delay
try to keep it alive as long as possible

same chord, flag.

SN →

click

4:3

3/4

4:3

4/4

7

Gt →

IV

4 + 1/8

3/4

4:3!

3/4 + 1/16

3

3

3

IV II IV etc.

SN →

4/4

Git

3/4

3 3 3 3 4

IV II IV IV III IV IV

etc.

this continues until
click counts in 2nd last
bar of rytmos

SN

etc.

this continues until
click counts HH in 1

4/4

0 +

sfz

Git

after ~1' you may add some noises: unmute strings, softly
hit body of guitar

7

SN

0 +

sfz

Git

7

HH

SN

click

3/4

4:3

etc.

0 +

Handwritten musical score for a guitar, drums, and bass. The score is divided into two systems by a vertical dashed line.

System 1 (Left of dashed line):

- Guitar (Gt):** A single measure with a whole note chord, indicated by a bracket and the number 7.
- Drums (HA, SN):** A single measure with a whole note chord, indicated by a bracket and the number 7. The notation includes a slash and a dot, and a bracket with the number 4:3.
- Bass:** A single measure with a whole note chord, indicated by a bracket and the number 7.

System 2 (Right of dashed line):

- Guitar (Gt):** A single measure with a whole note chord, indicated by a bracket and the number 7. The notation includes a bracket with the number 2/4 + 1/6 and a bracket with the number 4:3.
- Drums (HA, SN):** A single measure with a whole note chord, indicated by a bracket and the number 7. The notation includes a bracket with the number 4:3 and a bracket with the number 0+.
- Bass:** A single measure with a whole note chord, indicated by a bracket and the number 7. The notation includes a bracket with the number 4:3 and a bracket with the number 0+.

Additional markings include "mute" and "dyna" (dynamic) written near the staves.

dyna

♩ = 118

4
8

3 1
8 + 16

3
4

Git

all strings + tuner on / mute
fff

ff + Dist + unmute + pick so hard that a flick detunes

Bass

fff + tuner on / mute

(IV)
ff + Dist + unmute + pick so hard that attack detunes

Dr / Tr

pick up 2nd guitar, play a variation combination of the following material, while standing

fff

Dr / R

fff

OP

click

CLICKS
TAPE

! NO AMPLIFICATION!

! AMPLIFICATION!

dyna 1

Handwritten musical score for guitar, first system. It consists of three staves. The top staff has a key signature of one sharp (F#) and contains a series of chords labeled V, VI, III, IV, and III. The middle staff contains five diagrams labeled a) through e). Diagram a) is labeled "muted slide" and shows a slide from a lower fret to a higher one. Diagram b) is labeled "~ 2\"

Handwritten musical score for guitar, second system. It consists of three staves. The top staff has a key signature of one sharp (F#) and contains a series of chords labeled VI, III, IV, III, and IV. The middle staff contains a section labeled "continues variation combination selection ..." and a section labeled "slowly oscillate back+forth" with a wavy line. The bottom staff contains a series of chords labeled I+II, I+II, and I+II. The key signature changes to one sharp (F#) in the middle of the system.

Handwritten musical notation on three staves. The top staff features a complex sequence of notes with many accidentals (sharps and naturals) and slurs. The middle staff contains a series of notes with slurs and a dynamic marking **f**. The bottom staff has notes with slurs and a handwritten instruction: *still one-dropping back and forth*.

Handwritten musical notation on a single staff, featuring notes with slurs and a dynamic marking **f**.

Handwritten musical notation on a single staff, featuring notes with slurs and a dynamic marking **f**. Includes a handwritten instruction: *tune up* with an arrow pointing to a note, and *mute* with an arrow pointing to a note.

still doing your thing...

repeat at least 40x

Handwritten musical notation on a single staff, featuring notes with slurs and a dynamic marking **f**.

"1, 2, 3!"

Handwritten musical notation on three staves. The top staff features notes with slurs and a dynamic marking **f**. The middle staff contains notes with slurs and a dynamic marking **f**. The bottom staff has notes with slurs and a dynamic marking **f**. Includes a handwritten instruction: *start variation combination again, continue* with an arrow pointing to the right.

to chrom

start variation combination again, continue

Handwritten musical notation on a single staff, featuring notes with slurs and a dynamic marking **f**.

Handwritten musical notation on a single staff, featuring notes with slurs and a dynamic marking **f**.

dyna 3

Chrom

Git (let last note ring) ~3" | turn reverb + delay on, place bottleneck on strings I+II+III above 17th fret:
start sliding down very slow, hit all three strings at once very softly (+ pick) in a
slow unsteady rhythm. When at headstock, continue strumming + tune down strings (I+II+III)

2nd Git continue variation combination (see dyna) | stop follow other guitar

~30"

Get last note ring, produce thick low sound with + fuzz + what you like

stop

22"

after at least 2' start Chrom

III
chck

ALL Fuzz on!
FULL volume!

Try tuning, guitars to E^b A^b D^b b g^b e^b
bass to E^b A^b D^b G^b

heine

↓ ↓ ↓ ↓

heine

$\text{♩} = 76$

$\frac{3}{4} + \frac{1}{8}$

$\frac{4}{4}$



turn volume slightly down for "that crunch"

all others pause,
2nd guitar might tune (silent)

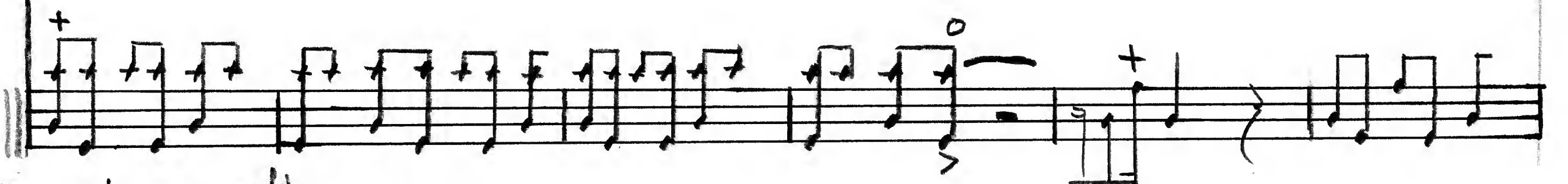


p clean + finger picked



same key as above

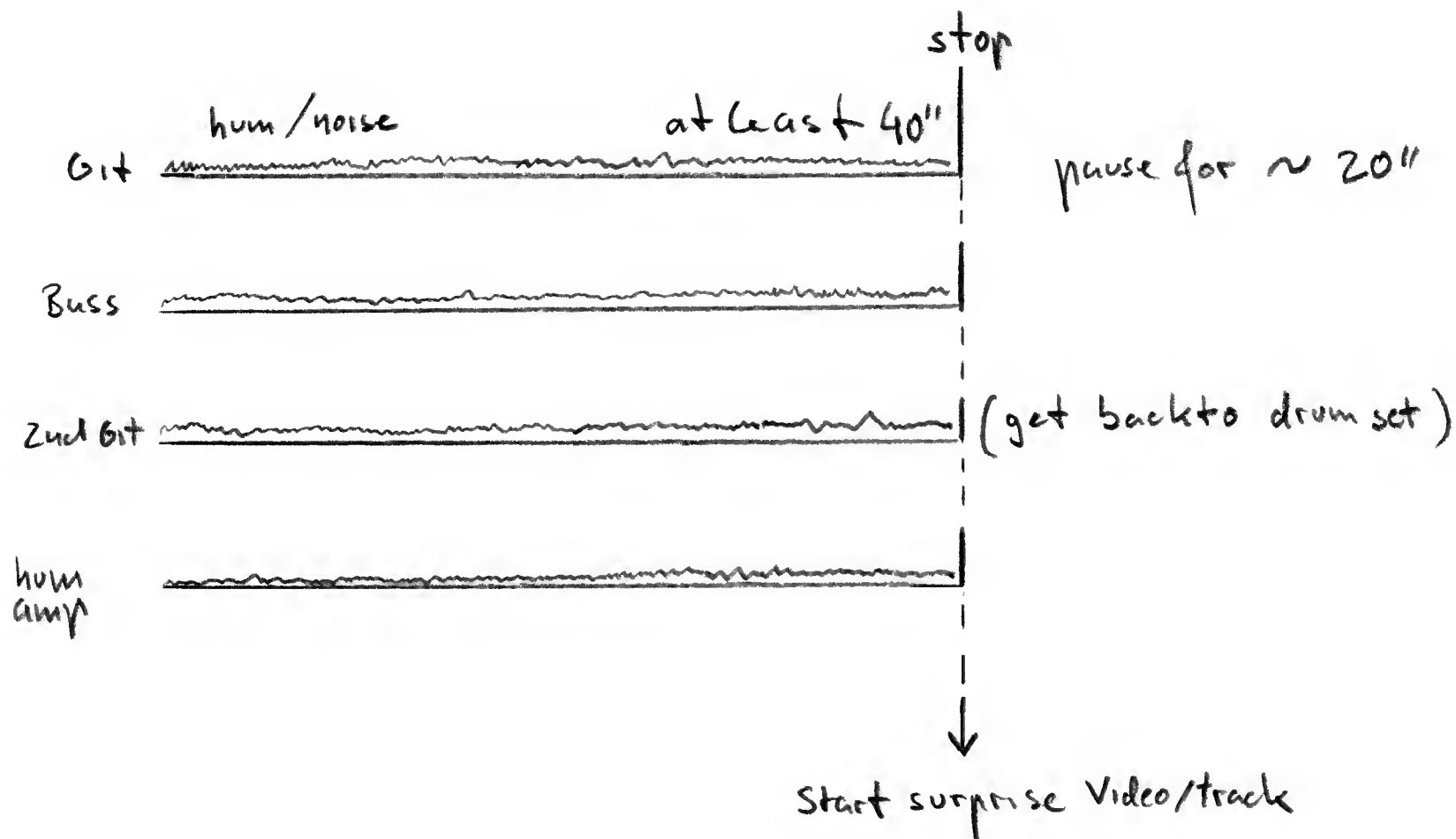
use time to tune (silent)



p ride very soft

heine 1

Ingrid



≥ 2'

Every performer imitates, improvises, comments, etc. on the sound that's on his/her headphones, but mustn't react on the other performers. This is not limited to the instruments, but can also include clapping, singing, etc.

==

guitar, bass, Drums front still going on...

one headphone after another is switched off (by operator). When yours goes silent, take it off, switch off desk light and "be ready". Note to OP: If there are interesting constellations, at the moments HP-feed live.

Dr/R || music stops (for you), take off head phones, switch off desk light and:

4/8 ♩ = 100

Loop until everybody is ready

Ingrid 1

4/8

mute all strings with hand ~ 7th fret

all strings!

4 + Dist

all strings!

4 + Dist + coin

cut video

this is your loop

4/8

sing random pitch

try to get unison but don't change your pitch while singing

repeat this until →

all instruments loops

4/8

stop

etc. | mute amp (tuner), but continue playing for at least 40", then leave stage.

stop

etc. | wait a bit, then get up and leave stage. One person may start the cassette recorder while leaving.

Drums